## BID 15-02 TABULATION

2015 Asphalt Street Rehabilitation Project, CWF15-100-05 BID TAB				Engineer	Bobb	y Bounds	Zack Burkett Co.		Old Castle Pavement Solutions	
ESTIMATED QUANTITIES				Estimate	Excav	ation, Inc.				
Pay Item	Description	Unit	Project Totals		Price	Cost	Price	Cost	Price	Cost
3.0M	SITE PREP & MOBILIZATION (NOT TO EXCEED 5%)	LS	1		\$60,000.00	\$60,000.00	\$35,000.00	\$35,000.00	\$10,000.00	\$10,000.00
302-D	TYPE D HMAC	TON	1,235		\$85.00	\$104,975.00	\$92.00	\$113,620.00	\$109.00	\$134,615.00
305.2	REMOVE & REPLACE VALLEY GUTTER	SY	31		\$150.00	\$4,650.00	\$75.00	\$2,325.00	\$150.00	\$4,650.00
402	BASE REPAIR	SY	19,635		\$55.00	\$1,079,925.00	\$59.95	\$1,177,118.25	\$62.50	\$1,227,187.50
403-M	MILLING	SY	7,300		\$1.50	\$10,950.00	\$2.65	\$19,345.00	\$4.00	\$29,200.00
801	TRAFFIC CONTROL	LS	1		\$22,000.00	\$22,000.00	\$5,000.00	\$5,000.00	\$12,000.00	\$12,000.00
804-4YD	4" YELLOW DASH STRIPING - 100 MIL THICK	LF	230		\$3.00	\$690.00	\$4.25	\$977.50	\$6.61	\$1,520.30
804-4YS	4" YELLOW SOLID STRIPING - 100 MIL THICK	LF	1,310		\$2.00	\$2,620.00	\$4.25	\$5,567.50	\$6.61	\$8,659.10
804-24WS	24" WHITE SOLID STRIPING - 100 MIL THICK	LF	48		\$10.00	\$480.00	\$21.00	\$1,008.00	\$23.00	\$1,104.00
804-18YA	18" WHITE YIELD ARROWS (PREFAB TYPE C)	EA	10		\$150.00	\$1,500.00	\$26.00	\$260.00	\$57.50	\$575.00
	Base Bid Total		\$1,491,795.00		\$1,287,790.00		\$1,360,221.25		\$1,429,510.90	
402-ALT	BASE REPAIR	SY	2,200		\$55.00	\$121,000.00	\$59.95	\$131,890.00	\$62.50	\$137,500.00
Rhea Road ADD/ALT Bid Total				\$143,000.00		\$121,000.00		\$131,890.00		\$137,500.00
402-ALT	BASE REPAIR	SY	1,200		\$55.00	\$66,000.00	\$59.95	\$71,940.00	\$62.50	\$75,000.00
Armory Road ADD/ALT Bid Total				\$78,000.00		\$66,000.00		\$71,940.00		\$75,000.00
402-ALT	BASE REPAIR	SY	1,000		\$55.00	\$55,000.00	\$59.95	\$59,950.00	\$62.50	\$62,500.00
Piedmont Place ADD/ALT Bid Total				\$65,000.00		\$55,000.00		\$59,950.00		\$62,500.00
Total Bid including all Add/Alts				\$1,777,795.00		\$1,529,790.00		\$1,624,001.25		\$1,704,510.90